

Fig. 1

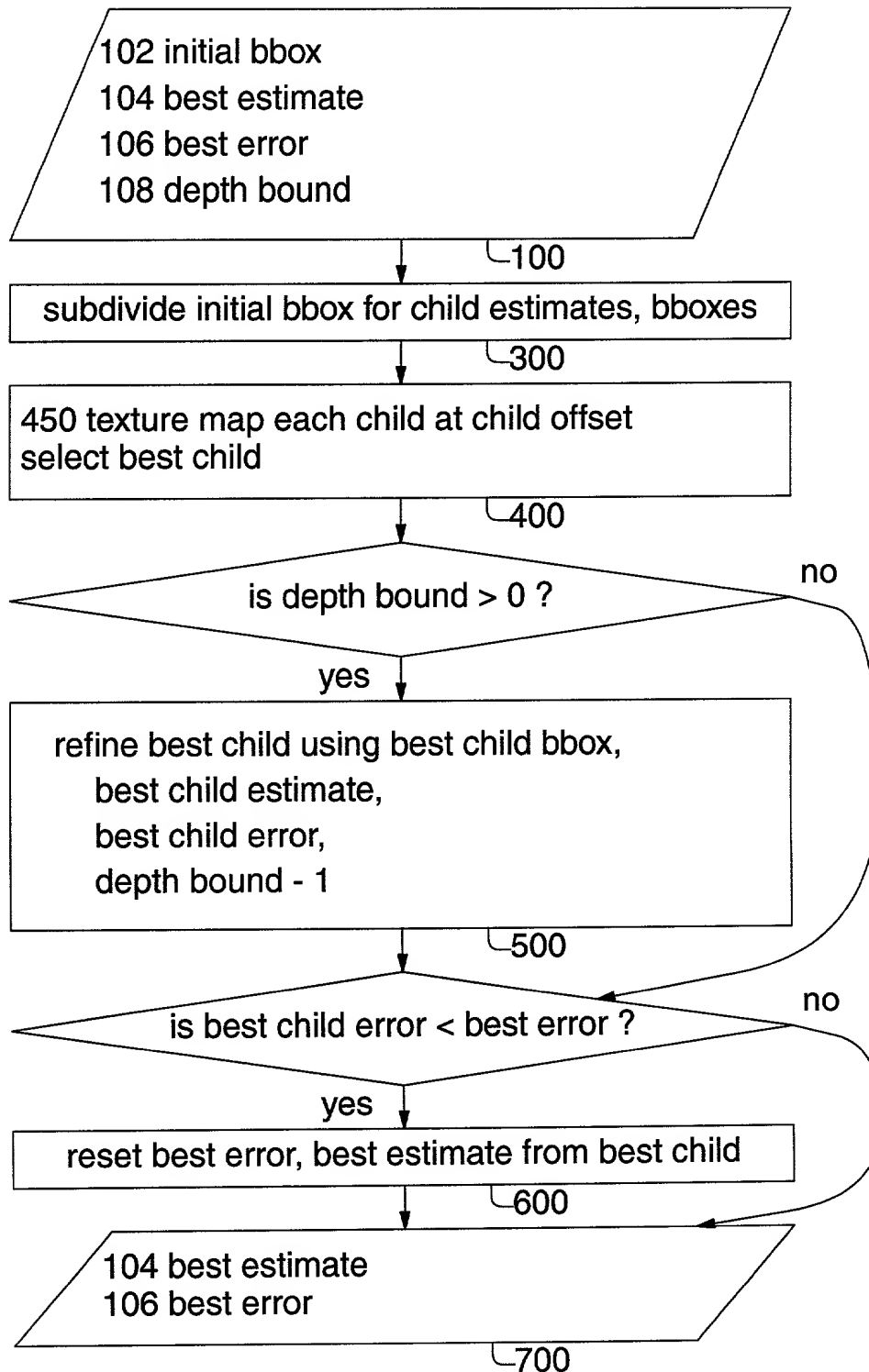


Fig. 2

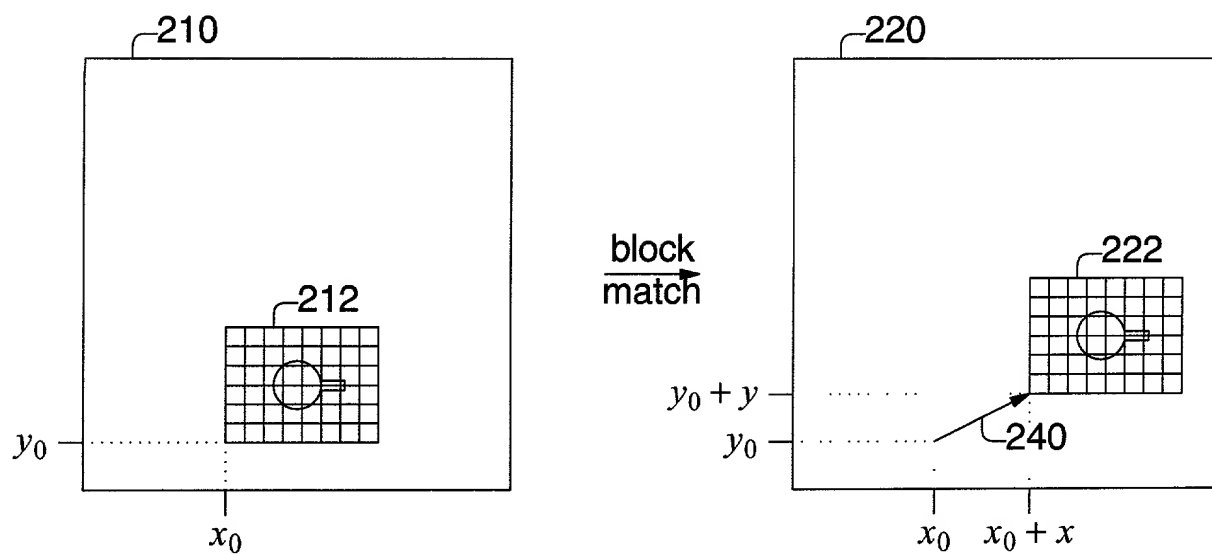


Fig. 3

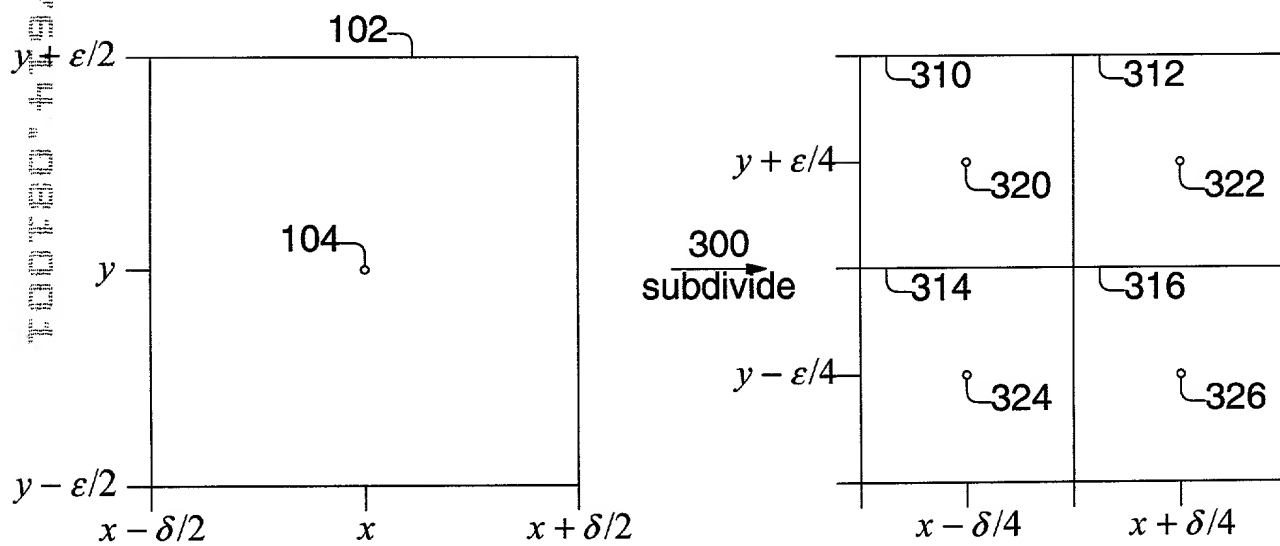


Fig. 4

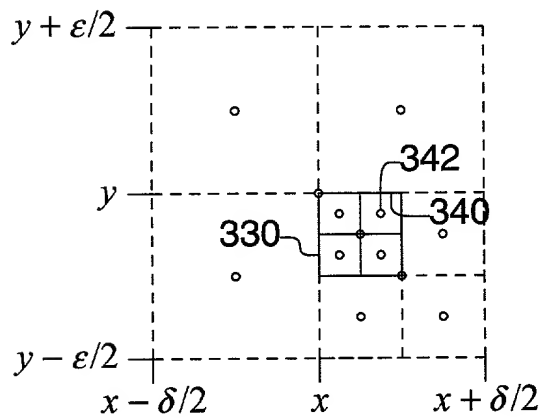
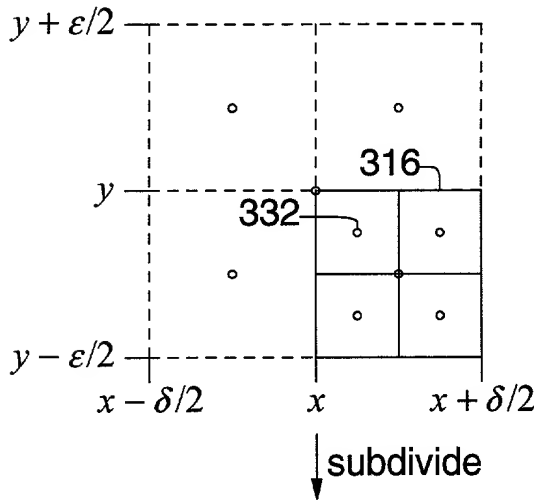
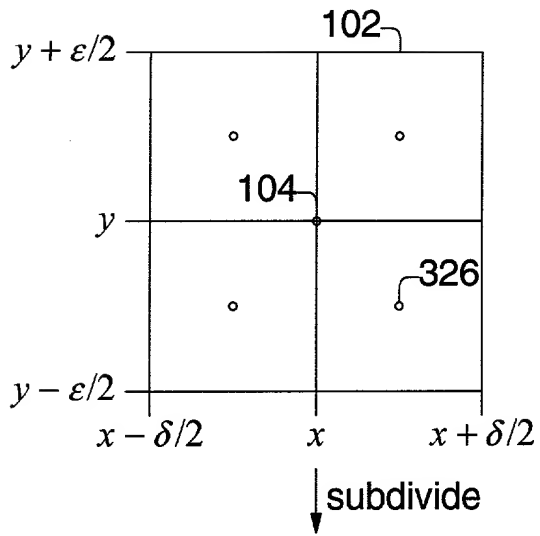
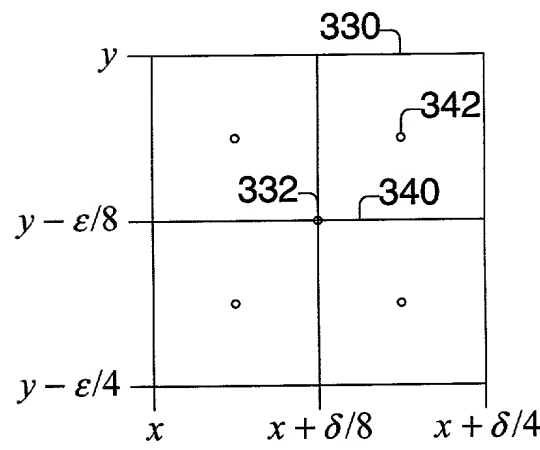
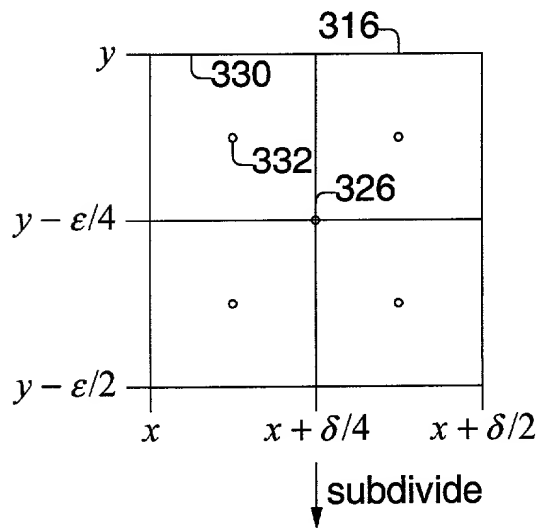
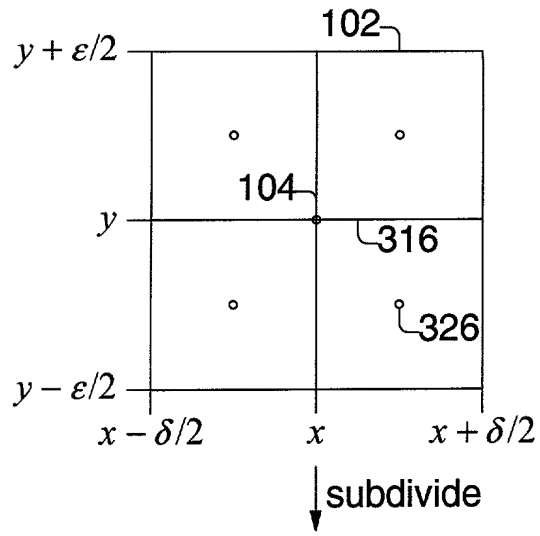


Fig. 5



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Fig. 6

500 Refinement

```
500-001  refine(initial_bbox, best_estimate, best_error, depth_bound) {
500-002      subdivide initial_bbox to 4 child_bboxes
500-003      best_child_error =  $\infty$ 
500-004      foreach child_bbox {
500-005          child_estimate = child_bbox.center
500-006          texture map from target to source using child_estimate
500-007          compute pixelwise child_error in source
500-008          if (child_error < best_child_error) {
500-009              best_child_error = child_error
500-010              best_child_estimate = child_estimate
500-011          }
500-012      }
500-013      if (depth_bound > 0) {
500-014          refine(child_bbox, best_child_estimate, best_child_error, depth_bound - 1)
500-015      }
500-016      if (best_child_error < best_error) {
500-017          best_error = best_child_error
500-018          best_estimate = best_child_estimate
500-019      }
500-020  }
```

Fig. 7

450 Texture Map

```
450-001 texture_map(dx, dy, x0, y0, xf, yf) {  
450-002     glBegin(GL_QUADS);  
450-003     glTexCoord2f(x0 + dx, y0 + dy); glVertex2f(x0, y0);  
450-004     glTexCoord2f(xf + dx, y0 + dy); glVertex2f(xf, y0);  
450-005     glTexCoord2f(xf + dx, yf + dy); glVertex2f(xf, yf);  
450-006     glTexCoord2f(x0 + dx, yf + dy); glVertex2f(x0, yf);  
450-007     glEnd();  
450-008 }
```